


Defensive and Competitive Bidding		Leads and Signals			<div>Convention Card</div> <div>(Based on World Bridge Federation)</div> <div></div>	
Overcalls(Style; Responses; 1/2Level; Reopening)		Opening Leads Style				
General Style = Sound			Lead	In Partner's suit		
1/1 overcalls: 8-15, 5+; 2/1 overcalls: 11-15 ,5+;	Suit	3 <sup>rd</sup> /5 <sup>th</sup> Best		3 <sup>rd</sup> /5 <sup>th</sup> Best		
1/1 or 2/2 RESP F1,2/1 RESP NF; 1NT=8-11,NF;	NT	4 <sup>th</sup> Best		4 <sup>th</sup> Best		
Jump shift= PRE; Jump Raise=PRE; CUE: F	Subseq	4 <sup>th</sup> Best		4 <sup>th</sup> Best		
	Others : Subseq: 0/1 Honors					
1NT Overcall(2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		Leads			Category: Green Nebo: China Players: WANG Ziao – CAI Hanyu	
15 <sup>+</sup> -19HCP, bal.	Lead			VS. NT		
Responses: Bid as 1NT opening	A	AKx(+); Ax(+); AKJ10(+)		AKxx(+)		
	K	KQJ(+); KQx(+)		KQJ(+);KQx(+);Kx		
	Q	QJx(+); Qx		QJT(+);QJx(+);AQJx(+);Qx		
	J	J10; J10x(+); (A/K)J10x(+)		J10; J10x(+); (A/K)J10x(+)		
Jump Overcalls(Style; Responses; Unusual NT)		10	109x(+); 10x; H109(+)	10x; H109x	System Summary	
Jump Shifting=PRE;	9	9x; 98x(+);		9x;		
Jump 2NT=2 lowest suits.	HI-x	<u>x</u> x;		<u>x</u> x; <u>xx</u> x(+);		
	LO-x	<u>x</u> ; <u>xx</u> <u>x</u> ; <u>xxxx</u> <u>x</u>		<u>x</u> ; H <u>x</u> <u>x</u> ; <u>xxx</u> <u>xx</u> (+);		
	Signals in Order of Priority				General Approach and Style	
Direct and Jump Cuebids(Style; Responses; Reopen)			Partner's lead	Declarer's lead		Discarding
Vs. 1♣/1♦ Opening: 2♣/2♦=11+, Both Majors 5(+)/5(+)	Suit	1	Hi=Enc.	Hi=Enc.		Hi=Enc.
Vs. 1♥ Opening: 2♥=11+, ♠ + minor 5(+)/5(+)		2				
Vs. 1♥ Opening: 2♠=11+, ♥ + minor 5(+)/5(+)		3				
Vs. NT(vs. Strong/Weak; Reopening; PH)		NT	1	Hi=Enc.	Hi=Enc.	Hi=Enc.
Vs. Strong: X = Same Strength	2					
Suit = Natural	3					
2NT = m's;	Signals(Including Trumps):					
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)		Doubles				
Take out doubles thru 4♥						
NT Overcall=16-18						
	Takeout Double(Style; Responses; Reopening)					
	May be light with classic shape; then CUE=F;					
VS. Artificial Strong Opengings		Cheapest New suit=0-8HCP; 1NT=8-10HCP; Cue=M's or any GF.				
Double=M's; NT=m's; Jump Shifting=PRE;	Jump Shift=9+HCP constr;					
					Special overcalls	
Over Opponent's Takeout Double		Special, Artificial & Competitive Doubles / Redoubles				
XX=10+HCP						
New suit forcing at 1-level						
Jump Shift non-forcing					Important Notes that Don't Fit Elsewhere	
	Special Forcing Pass:				PSYCHICS: Rare	

[illegible]